

Pre-Production Summary Template

GENERAL INFO

- Your name: Rebecca Branton
- Story idea #: 1: Don't Let Me Dry Here!
- Linear or Non-Linear? Linear
 - If Linear, summarize:
 - Beginning / Exposition: Glob of Play-doh is left out amongst other toys, where it is susceptible of drying out.
 - Middle / Complication: The Play-doh must make it's way back to its container before its too late.
 - End / Resolution: The Play-doh makes it to the container and successfully closes itself in.
 - If Non-Linear, which format are you using? _____
(Book Ending, The Countdown, The Puzzle, or The Beaded Necklace)

Summarize how your story will fit that format:

CREATIVE BRIEF

What must it be? A stop motion animation

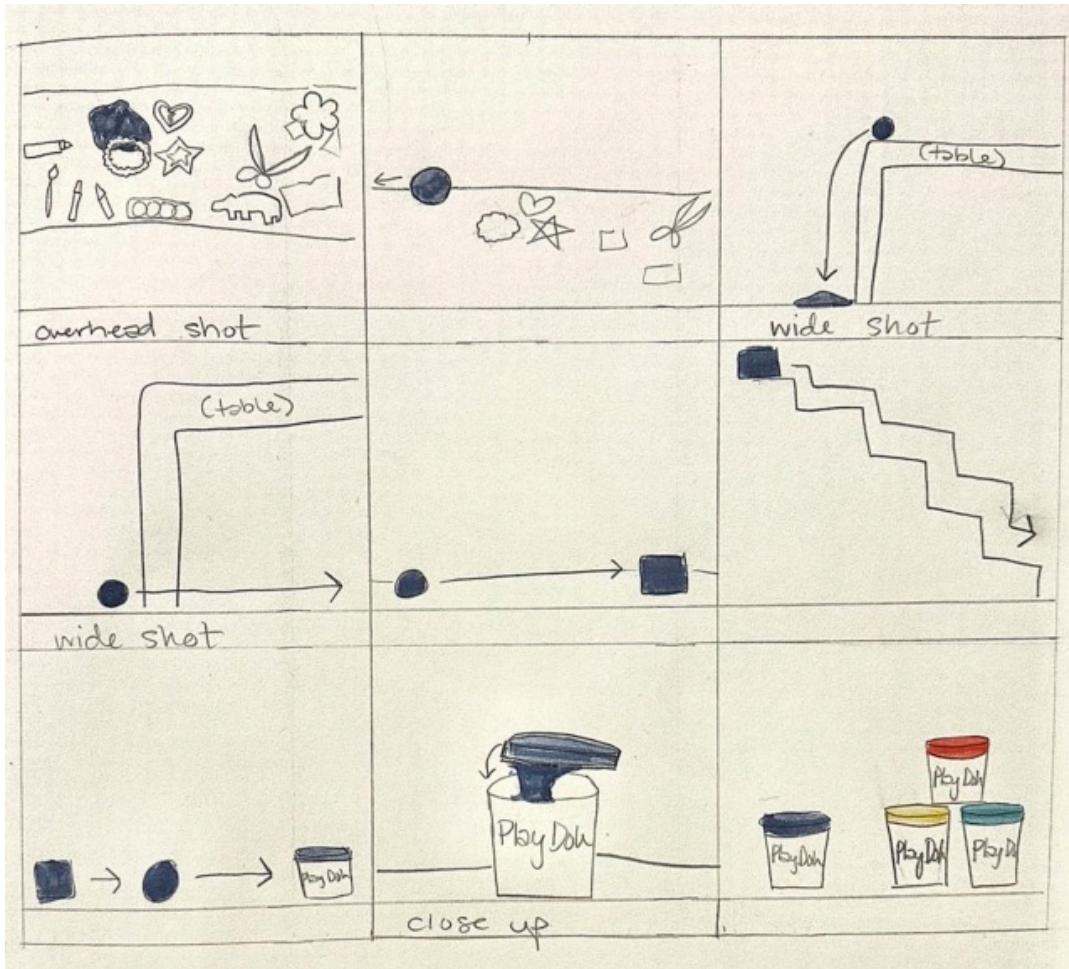
- Who is it for? For anyone, but caters mostly to a younger audience.
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- How long must it be? 10 to 30 seconds
- What is your objective with the piece? To show that hard work and adaptability can get you where you want to be.
- When is it due? February 16th
- What is the overall idea? A piece of Play-doh finding its way back home.

- What is the storyline summary? **Play-doh is left out and vulnerable to drying up. It shifts itself into certain shapes (like a ball or cube) to successfully move. After some adapting, it makes its way back to its container and seals itself in.**
- Elevator pitch: **Play-doh is left to dry out; can it make it to its container in time?**
- Tagline: **Don't let me dry here!**
- Look and feel description: **The moving element will mainly be a small ball of Play-doh while the setting will be real-life. I want it to feel like the Play-doh is moving realistically and on its own.**
- Identify classic plot. Ex: Good vs Evil / Overcoming the Monster, Rebirth and Redemption, Rags to Riches, Role Reversals, Buddy Stories, Love Stories, Quest / journeys / Voyage and Return, Ship of Fools, The Rebel / Life Against the Grain, Coming of Age, or “Other” (explain):
This is a quest/journey/return plot.

STORYBOARDS

WHAT? Create your visual script using storyboards. Be sure to map out each “story beat” so that someone unfamiliar with the story would be able to tell what is going on.

- You may use imported graphics, but each frame should also have a hand-drawn element.
- Stick figures are fine, but do pay attention to framing (visual composition), for example, Wide Shots (WS), Close-ups (CUs), Extreme Close-ups (ECUs), Over the Shoulder shots (O/S), etc.
- **HOW MANY?** Plan on at least one storyboard for each major shot or sequence we will see.
 - For example, we might start with an establishing shot (WS) to take in the scene, and then cut to a CU of the main character, and then an ECU of a first-person perspective of what they are looking at in their hand. Then we might cut back to a Medium Shot (MS) of them walking across the scene. This sequence would be represented by 4 storyboard frames.
 - Or if a single framing is used (i.e. the camera doesn’t move and the focal length stays the same), then you would clearly map out the motion of the characters and objects in the frame. Use arrows to show us what moves where.
 - Repeating the above scene, we might see the character move in from the side with a large arrow. Once in place, their head might move down as their hand moves up (use a small arrow for each), then we see them move across the frame with another large arrow. This would likely be represented by 3-4 storyboard frames also.
- **HOW?** Once you’ve created your storyboard frames, insert those images here in this document. You may use software (Photoshop, Animate, etc.) or hand-draw them and scan them or snap photos.



When you are done creating this document, you should create a universal PDF document that can be easily posted to your blog or emailed (it's not safe to assume everyone has Microsoft Word, and the files can be very large).

To do this on a Mac, click File>Print and then click the option for PDF in the lower left, followed by "Save to PDF". Contact me if you need help on a PC.

***PS:** Don't forget to do your 2nd story idea in the same format!